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WHAT THE WORLD NEEDS IS A HERO!



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THE VIDEO GAME
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NINTENDO DS™



Mild Cartoon Violence

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nintendo
Wi-Fi
connection

NINTENDO DS™



INSTRUCTION BOOKLET

UBISOFT



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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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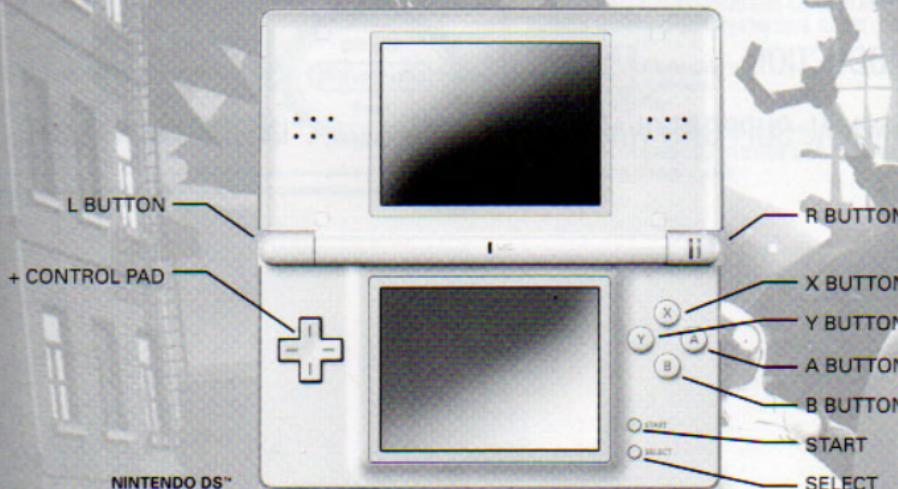
CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GETTING STARTED

To begin playing, insert the Rabbids Go Home™ Game Card into your Nintendo DS™ system and push the Power Button.

CONTROLS



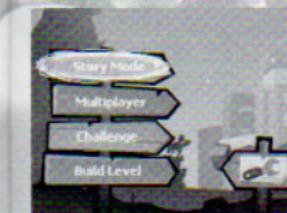
INTRODUCTION

Language Selection



Touch the desired language. Touch the button again to confirm your choice. You can change the language later in the Options menu.

Main Menu



Using the stylus, touch one button to highlight it. Touch the button again to confirm your choice.

In any case, you can touch the Back button  to go back to the previous menu.

Story Mode



Touch New Game to start a new game. Touch the button again to confirm your choice.

If you already started a previous game, a pop-up message will ask you if you want to overwrite your saved data. Touch to erase the saved data and start the game from the beginning.

Navigation



The Story Mode is composed of 5 different worlds: Building Site, Miami, Theme Park, Las Vegas, and, finally, the Dump.

When you first start out, you'll be located in the Building Site. On the Touch Screen, touch the lower green button to enter the first zone.



Then touch the first shopping cart to enter the first level.

Inside a level, the goal is to make the shopping cart reach the toilet, collecting as many objects as possible on the way. These objects will be used by the Rabbids to make the pile!

In each level, you need to collect at least one resource with the shopping cart, and reach the toilet. If you have not collected any resources, the toilet will not open and you won't be able to complete the level.



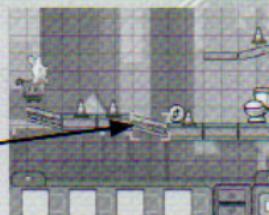
The resources can be traffic cones, coconuts, plastic ducks, money bags, toilet paper...



... as well as small-dog or human clothes:



In order to build the path leading the shopping cart to the toilet, you can use objects from the lower menu bar. Simply drag and drop these objects onto the screen.



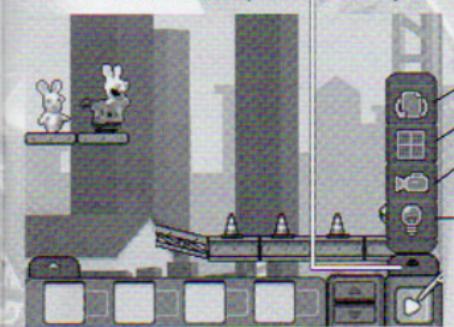
When placing an object on the screen, a pop-up will appear, allowing you to:

- Turn an object or reverse its orientation 
- Change the item's type (for example the size, color, mode...) 
- Add a wire to connect the object to a battery or a conveyor belt 

In-Game Menus

Options Menu:

You can access the Options menu by touching the arrow on the right in order to:



- **Reload:** Start the puzzle again from the beginning.
- **Grid Off / Grid On:** Hide / show the grid.
- **Auto Camera / Manual Camera:** Set the Camera mode when pushing the Play button.
- **Use Clues:** Use a clue point to get advice on how to solve the puzzle. You can use up to 2 clue points in a puzzle. The first one will show you where items should be placed, and the second will place all the items on the puzzle. You will get new clue points as you progress in the Challenge mode.

Multiplayer Menu:

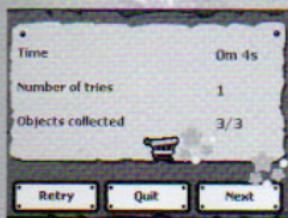
You can access the Multiplayer menu by touching the arrow on the left.



→ **Multiplayer:** This option will let other players join your game and help you solve the puzzle, via Connect to a Server option from the Multiplayer menu. Please refer to the Multiplayer section of the manual for more details.

Once you have placed all the needed objects, touch the Play button to launch the action, and watch the result.

At the end of the level, you can try another solution by touching Retry, or go to the following level by touching Next.

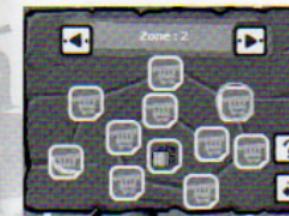


In the Story Mode menu, touch Continue to continue your previous game. Touch the button again to confirm your choice.

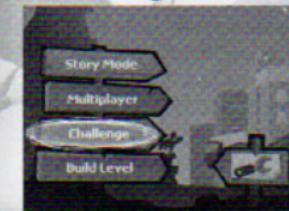
From the general map (the pile), touch a green point to enter a zone. Touch the button again to confirm your choice.



Then touch a green shopping cart to enter a level.



Challenge Mode



Using the stylus, touch any button to access a Challenge mode. Touch the button again to confirm your choice. If there is a red cross near the Challenge mode icon, that means it's currently locked and you can't access it just yet. New Challenge modes will be unlocked as you go along the Story mode.

The Challenge modes are:



Get Out, Rabbids!

In this mode, throw all the Rabbids out of the screen to win the level.

Addicted to TV

In this mode, bring all the Rabbids in front of a TV to block them and win the level.

Air-Bunny

In this mode, make the Rabbid fly as long as possible, collecting as many resources as possible in the air before the Rabbid touches the ground. Be careful, if the Rabbid touches the ground, the level is finished.

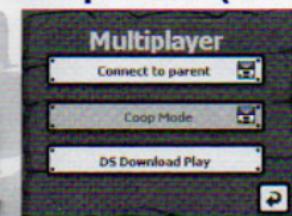
A Toilet, a Shopping Cart... Anything's Possible!

In this mode, place the shopping cart and the toilet yourself, collecting as many resources as possible on the way.



Then touch an open lock (green) to enter a level. Red locks (red) remain locked until you solve the previous level.

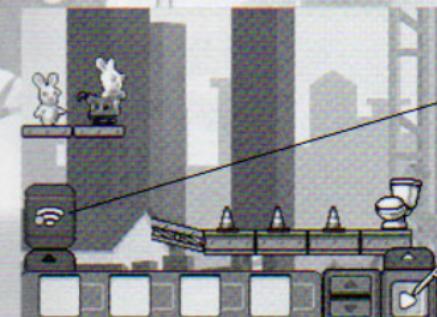
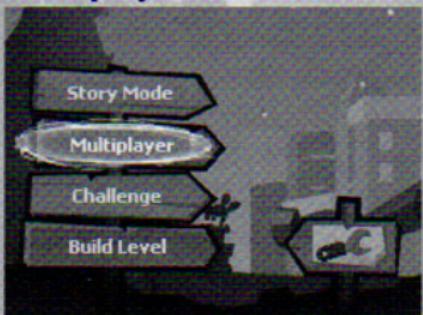
Coop Mode (HOST GAME)



Select this option to continue the Story mode, letting other players who also own Rabbids Go Home join your game and help you solve the puzzle.

This option can also directly be accessed from the Story mode, through the Multiplayer in-game menu. You can access this menu by touching the arrow on the left:

Multiplayer



Touch this button and select Multiplayer to create a server that allows other Nintendo DS users to join your game and play this puzzle. The other player can join you by using the Multiplayer option Connect to Parent.

Connect to a Parent (JOIN GAME)



Select this option to join another player in the Multiplayer mode. The game will automatically start scanning for other players. In the list of available hosts, touch the selected person and game you want to join.

Once another player has joined your game, you can let him play the puzzle by selecting Skip Your Turn in the Multiplayer in-game menu. If you want to play again yourself, select Take Your Turn from the same menu. At any time you can select Disconnect in the Multiplayer in-game menu to quit the Multiplayer Co-op mode.

Single Card

Multiplayer

Connect to parent

Coop Mode

DS Download Play



Select this option to send a puzzle to another Nintendo DS which does not have a Rabbids Go Home card inserted, through the DS Download play option in the Nintendo DS menu (DS Download). Touching this button will create a server that allows other Nintendo DS systems to download and play your puzzle.

Once another player has joined your server, select the puzzle you want to send to the other Nintendo DS.

Then access the Multiplayer in-game menu by touching the arrow on the left.

In this menu, touch the Send button to actually send your puzzle to the other player. At any time you can select Disconnect in the the Multiplayer in-game menu to quit the multiplayer game.

Build Levels

Story Mode

Multiplayer

Challenge

Build Level

Build Level

Build Puzzle

Play Puzzles

Nintendo Wi-Fi

Rabbids Go Home DS/Nintendo DSi™ allows you to create your own puzzles and share them with your friends and the community.

Build Puzzle

Build Level

Build Puzzle

Play Puzzles

Nintendo Wi-Fi Connection

The Build Puzzle menu will let you create, load, or delete a puzzle level.

Create a new level:

Touch Create New Puzzle to start a new level from scratch.

Step 1: Select the Theme



Touch the left or right arrow to change the theme. Once you have found the background theme you want for your puzzle, touch Continue.

Step 2: Create the Level



Place objects, like bricks and ramps, on the screen to build the level. To make the puzzle work you need to place at least the shopping cart, a resource, and the toilet. You will get numerous new objects as you move forward in the Story mode.

Use the up and down arrows to see the other objects on the list.

Note: You can test your puzzle anytime by pressing the Play button.

Step 3: Hide Objects

Select the objects you want to hide from the player, by touching the “-” option for each hidden object.



Step 4: Play Your Level

In the level editor, touch the Option Menu button to access the options. Then touch Start Game to test your level in Game mode.

The Game mode hides the objects that you checked as hidden ones, and places them in the lower bar.

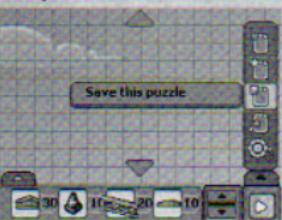
In Editor Mode:



In Game Mode:



Step 5: Save Your Level



In the Options menu (Editor mode), touch Save this Puzzle to save the puzzle on the cartridge. Beware of the limited storage space for user-created and downloaded puzzles (depending on the size of your puzzles, you may save at least 4 of them). If your save space is full, remember to erase an old puzzle before creating a new one.

Build Level Mode - In-Game Menus

Options Menu (in Editor Mode)

You can access the Options menu by touching the arrow on the right:



Delete this puzzle: Erase the current puzzle from the Game Card.

Create new puzzle: Start a new puzzle from scratch (without saving your changes).

Save this puzzle: Save the puzzle on the Game Card.

Start game: Switch to Game mode.

Options Menu (In-Game Mode)

You can access the Options menu by touching the arrow on the right:



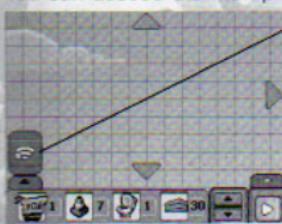
Grid Off / Grid On: Hide / show the grid.

Auto Camera / Manual Camera: Set the Camera mode when pushing the Play button.

Build Puzzle: Switch to Editor mode.

Multiplayer Menu

You can access the Multiplayer menu by touching the arrow on the left



Multiplayer: Use this option to share your puzzle with your friends via Multi-card MP mode. Touching this button will create a server that allows other DS/Nintendo DSi users to download, edit, and play your puzzle, through the Multiplayer menu in Rabbids Go Home.

Once another player has joined your server, a new option will appear in the Multiplayer in-game menu: Send. Touch it to actually send your puzzle to the other player. At anytime you can select "Disconnect" in the the Multiplayer in-game menu to quit the Multiplayer mode.

TUTORIAL: Using the Verminator in the Build Level mode.

1. Place a Verminator on one of your maps.

2. Place another object (for example, a boxing glove) and touch it if you want the Verminator to block that object. Note: Not all objects in the game can be blocked by the Verminator.

3. Check in the Game mode that the Verminator actually blocks the item.

4. You can adjust the shooting speed of the Verminator. For each object touch (F1)(F2)(F3) to change the speed value.
(F1) means the Verminator will block this object very slowly.
(F2) is intermediate.
(F3) is the quickest speed.

Note: if you place several items, the Verminator will block them in the order you placed them.



Load a Previously Created Level

Choose the type of puzzle: Own puzzle or Story Mode puzzle.



Touch Own Puzzle to load a puzzle you have created or saved.
Touch Story Mode Puzzle to load a puzzle from the Story Mode menu and use it as a template for a new custom puzzle.

Using the navigation bar, select the level. Touch the OK button to load the level.

You can now modify and save it as a new puzzle, or overwrite it.

Play Puzzles

Touch Play Puzzles to play with your previously saved puzzles.

Nintendo Wi-Fi Connection

Touch Nintendo Wi-Fi Connection to share your own puzzle or download new ones through Nintendo Wi-Fi connection.

To play online, you need to have set up your Wi-Fi Settings first. Please refer to the Nintendo Wi-Fi Connection Manual for more information.

Load from Server

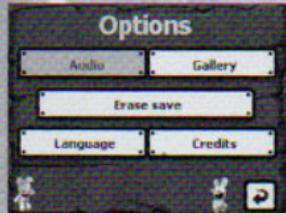
Touch Load from Server to download new puzzles from the Rabbids Go Home website.

Save to Server

Touch Save to Server to send the puzzle you have created to the Rabbids Go Home website and share them with other players.

Note: you can see all of the submitted puzzles via Rabbids Go Home official website or directly:
<http://g2w.ubi.com/rgh-dsi/default/index/index/>

Options



Touch Audio to change the volume of the music, the sound effects, and the sensitivity of the microphone.

Touch Gallery to get information about the game objects and characters.

Touch Erase save to erase all saved data, including game progress.

Touch Language to set the language.

Touch Credits to watch the credits of the game.

Touch Wi-Fi settings to change the Wi-Fi connection settings of the console. Please refer to the Nintendo Wi-Fi Connection Manual for more information.

My Rabbids Mode

In the Main Menu screen, touch the Camera to access MyRabbids mode. This mode allows you to take a background picture and add a Rabbids animation above it.

Step 1: Choose a Rabbid animation.

Touch the Step 1 button. Touch Previous and Next to switch between the available animations.

Step 2: Take a picture.

Touch the Step 2 button. Touch the Option button to access the Camera Options menu.

Changing an option will immediately affect the image appearing on the screen. When you are ready, touch Capture to take a fixed picture.

Step 3: Modify the animation.

Touch the Step 3 button. A black square (the mask) will appear. The mask will hide the animation of the Rabbids that is behind. You can move it with the stylus (drag and drop) so that it hides just part of the animation. You can edit the mask by touching Edit Mask in the Mask Options menu, and erase the zones of the mask you want by touching them with the stylus.

Step 4: Touch Start to watch the final result. Touch Stop if you want to continue editing.

Nintendo Wi-Fi Connection

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Nintendo Wi-Fi Connection allows multiple Rabbids Go Home owners to play together over the internet—even when separated by long distances.

To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS. To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account. If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.

Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection. You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms. For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC. To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

Register Your Game for Insider Access!

It's painless, we swear. Not to mention you'll enjoy all the benefits of registration, including:

- Exclusive first access to in-game content: maps, skins, and downloads
- Invitations to join private betas and preview upcoming game demos
- A wealth of news updates and pre-release game information
- Access to an extensive library of game walkthroughs and help files
- Community involvement through official forums and blogs
- So much more!

Just go to www.ubireg.com to get started.

Thanks,
The Ubisoft Team

Rabbids Go Home™

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From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our Frequently Asked Questions (FAQ) which is our database of known problems and solutions. You can also send in a request for personal assistance from a Technical Support representative by using the [Ask a Question](#) feature. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling **(919) 460-9778**. When calling our Technical Support line, please make sure you are able to access the gaming system you are calling about. Our Technical Support representatives are available to help you **Monday through Friday from 9am-8pm Eastern Time** (excluding holidays). Our support is provided free of charge however long distance charges apply.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515.

Contact Us by Mail: You can also reach us by standard mail by writing to

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Product/Documentation Replacements: Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. **Without an RMA number from a Support Representative, your replacement request will not be processed.**

If we determine a return or replacement is necessary:

Please return the product (media only) along with a check or money order (if necessary) for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a copy of the receipt, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees: Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778

Hours: 9am-8pm (EST), M-F

Address: Ubisoft Replacements • 2000 Centre Green Way • Suite 300 • Cary, NC 27513